

MCMINNVILLE PARKS AND RECREATION
T-BALL/COACH-PITCH RULES

1. An inning ends when a team has batted their roster. Last batter is out when batted ball is returned to the batter's Tee or home plate. Any player making an out on the bases or at their time at bat will return to their bench.
2. Defensively, teams will align with one (1) pitcher position player, one (1) catcher, and no more than six (6) infielders. The pitcher's position will be clearly marked and coaches are expected to rotate players in that position.
3. Games are either 3 innings in length, or NO LONGER THAN ONE AND ONE HALF HOURS.
4. **No** strikeouts. A batted ball must clear the designated home area lines or is declared a foul ball. All batters, base runners, bat-persons **must** wear a batting helmet at all times while on the field.
5. Coaches may pitch to their players or have players hit from the Tee if they choose. After 3 swings from coach pitch, ball is placed on Tee. The opposing pitcher/fielder will stand behind coach-pitcher and field the position.
6. Players must sit on their bench when their team is at bat.
7. After final out ball must be returned to home base.
8. All players will play defensively in the field. Coaches are encouraged to play players at as many different defensive positions as possible during the course of the season.
9. All players will run on and off the playing field. Hustling is much admired.
10. Catchers will stand off the field next to the backstop until the ball is put into play by the batter. Catchers will then assume their position at home plate. Catchers must wear a batting helmet. Catchers will replace the ball on the tee prior to each new batter.
11. There is no 'infield fly rule.'
12. Players may not advance an extra base when either pitcher's position player or catcher has the ball.
13. Players may only advance bases on a batted ball or an errant throw from a fielder.
14. Coaches are umpires and their calls are final.
15. There are **no** protests of games.
16. No standings or scores are recorded.
17. Coaches are not empowered to change rules or cancel games.
18. Rainout information: Rec Sports website after 4:00 pm on questionable days:
<http://www.mcminnvilleoregon.gov/parksrec/page/sports-rain-outinclement-weather-information>

McMinnville Parks and Recreation Department
ROOKIE GIRLS SOFTBALL

1. Any player leaving a game for any reason will NOT be considered an out, but have their place in the batting order skipped over. Please notify the opposing team's scorekeeper or manager.
2. **ROOKIE TEAMS** will field 10 position players. For each league only 6 players will be considered infielders (P, C, 1B, 2B, 3B, SS). For ROOKIE teams the remaining players must be behind the imaginary baseline until the ball is put into play.
3. All players in attendance will be in the batting order (teams will bat the roster). Teams must have eight legal rostered players to begin a game but may finish with seven. All players must play a minimum of 6 defensive outs in the field. Teams may not add players from other rosters or non-rostered players.
4. **ROOKIE SOFTBALL** PITCHING DISTANCE IS 30 FT. 10" SAFT-SOFT ball will be used in all games. Once the pitcher is replaced that person cannot pitch in that game again. Prior to the pitch, the pitcher will take a position with both feet in contact with the pitcher's plate. Pitchers cannot step backward with either foot as part of the pitching motion. 3 INNINGS PER GAME, 6 INNINGS PER WEEK PER PITCHER.
5. **PITCHING: 3 PLAYER PITCHES PER BATTER ONLY.** If the batter does not hit a fair ball on the 3 player pitches, after the 3rd pitch a coach will pitch from just in front of the pitcher's plate so that the batter may put the ball in play. The batter is out if they do not hit a fair ball on 4 coach pitches (foul balls do not count as a pitch). Batters **cannot bunt a pitch from the coach**. No advance to first base on a passed third strike. No infield fly rule.
6. **Rookie** base runners cannot steal bases. They advance only by a ball put in play by the batter or a hit batsman. Base runners cannot leave their base until the pitched ball reaches the plate.
7. Coaches will act as umpires. Games are 1 hour and 45 minutes. No new inning can begin after 7:45 pm on weeknights. Games will be 5 innings maximum for a complete game. It is important that games start on time and that catchers hustle after each errant pitch or throw. Innings end with three outs or **FOUR RUNS**. This includes the final inning of the game.
8. Rainout or game cancellation information will be available at 4:00 pm.
<http://www.mcminnvilleoregon.gov/parksrec/page/sports-rain-outinclement-weather-information>

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MAJORS GIRLS SOFTBALL

1. Any player leaving a game for any reason will not be considered an out, but have their place in the batting order skipped over. Please notify the opposing team's scorekeeper or manager.
2. **Majors softball teams** will field 9 position players. For each league only 6 players will be considered infielders (P, C, 1b, 2b, 3b, SS). For majors teams the remaining players must be behind the direct baseline between 1st and 2nd, and 2nd and 3rd until the ball is put into play.
3. All players in attendance will be in the batting order (teams will bat the roster). Teams must have eight legal rostered players to begin a game but may finish with seven. All players must play a minimum of 6 defensive outs in the field. Teams may not add players from other rosters or non-rostered players.
4. Innings end with three outs or **four runs**. This includes the final inning of the game.
5. **Majors softball** pitching distance is 35 ft. 11" soft-soft ball will be used in all games. Once the pitcher is replaced that person cannot pitch in that game again. Prior to the pitch, the pitcher will take a position with both feet in contact with the pitcher's plate. Pitchers cannot step backward with either foot as part of the pitching motion. Pitchers can throw 3 innings per game, 6 innings per week.
6. Batters can strike out but will not walk. After "ball four", a coach will pitch from on or just in front of the pitcher's plate so the batter can put the ball in play. The batter assumes the number of strikes with the coach pitch. Player-pitcher must have at least one foot inside the pitching circle when a coach is pitching. Batters cannot bunt from the coach pitch. A foul bunt on a third strike is a strike-out. Batter cannot advance to first base on a dropped third strike. A hit-by-pitch batter is awarded first base. This is not a coach option.
7. **Majors softball** baserunners cannot steal bases. They advance only by a ball put in play by the batter or a hit batsman. Baserunners cannot leave their base until the pitched ball reaches the plate.
8. Games are 1 hour and 45 minutes. No new inning can begin after 7:45 pm on weeknights. Games will be 5 innings maximum for a complete game. It is important that games start on time and that catchers hustle after each errant pitch or throw.
9. There are no umpire appeal plays at any level of play. Umpire's call stands.
10. Rainout or game cancellation information will be available at 4:00 pm and no sooner. <http://www.mcminnvilleoregon.gov/parksrec/page/sports-rain-outinclement-weather-information>

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MIDDLE SCHOOL GIRLS SOFTBALL

1. Any player leaving a game for any reason will NOT be considered an out, but have their place in the batting order skipped over. Please notify the opposing team's scorekeeper or manager.
2. **MIDDLE SCHOOL TEAMS** will field nine players on the field. For each league only 6 players will be considered infielders (P, C, 1B, 2B, 3B, SS). The remaining players must be positioned at the outfield grass line or farther until the ball is put into play.
3. All players in attendance will be in the batting order (teams will bat the roster). Teams must have eight legal rostered players to begin a game but may finish with seven. All players must play a minimum of 6 defensive outs in the field. Teams may not add players from other rosters or non-rostered players.
4. Innings end with three outs or **SIX RUNS**. This includes the final inning of the game. Games may end after 4 complete innings if the home team is 10 runs ahead. This is the 10-Run mercy rule.
5. **MIDDLE SCHOOL PITCHING** distance is 40 feet. **12" OPTIC YELLOW BALL** is the legal game ball and will be used. A pitcher may be replaced and return to pitch again in that same game. Prior to the pitch, the pitcher will take a position with both feet in contact with the pitcher's plate. Pitchers cannot step backward with either foot as part of the pitching motion. PITCHERS CAN THROW 3 INNINGS PER GAME, 6 INNINGS PER WEEK.
6. Batter cannot advance to first base on a dropped third strike. A hit-by-pitch batter is awarded first base. This is not a coach option.
7. **MIDDLE SCHOOL BASERUNNERS** may leave or lead-off the base when the pitched ball leaves the pitcher's hand. Baserunners can steal or advance on any pitch or pass ball. This also includes advancing to home. No head-first slides—the first infraction is a team warning, subsequent infractions will be called as outs. No player will be ejected as a result of a head first slide, unless they are considered to be intentionally creating contact with a defensive player.
8. Games are 1 hour and 45 minutes. No new inning can begin after 7:45 pm on weeknights, or 1 hour 45 minutes from start of play on Saturdays. Games will be 6 innings maximum for a complete game.
9. There are no umpire appeal plays at any level of play. Umpire's call stands.
10. Bunting and slap-hitting are legal. A foul bunt on a third strike is a strike-out.
11. Rainout or game cancellation information will be available at 4:00 pm.

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